

[54] **ELECTRONIC GAME BOARD**

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434/308, 318; 46/45, 232**

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[57] **ABSTRACT**

An electronic game board produces realistic sounds when game pieces are properly placed thereon. The board has different areas which may be representative of different environments. The game pieces are representative of animals or objects each of which is typically found in one of the environments represented. When a game piece is placed on the board in the environment where the real life animal or object is found, an electronic circuit within the game board is triggered to make the same sound the real life animal or object makes. A different sound is produced for each different animal or object.

**11 Claims, 5 Drawing Figures**

